

No Sleep Tonight

Each player writes on four slips of paper:

- an object
- a person, creature, or entity
- a virtue or skill
- an activity

Mix slips, and each player randomly draws three. Place the rest face-down on the table.

Whoever has been awake the longest names the game's sleepless protagonist and goes first.

Play: Say, "No sleep tonight for _____, because..." Turn over a slip on the table and combine it with a slip from your hand to describe or narrate a reason for no sleep.

A second player then plays a slip, using it to resolve this situation (which must not involve getting any sleep). They then draw a face-down slip into their hand as reward.

The slip turned over first is removed from the game, and the two slips played are turned face-down and mixed in with the others.

Play passes to the left. Slips replayed retain all past associations.

When no slips are left to resolve a situation, someone says, "But then the sun came up. It was a brand new day!"

(If the sun has been destroyed, either its destruction or the sunrise turns out to have been simply an insomnia-induced hallucination.)

